

**Advanced
Dungeons & Dragons®**
COMPUTER PRODUCT

CHAMPIONS OF KRYNN

Before Beginning Play: There is no physical copy protection on your Champions of Krynn disks, so please make backup copies and put the originals away for safekeeping. Consult your disk drive or copy-software manual for copy instructions.

Saving Games: Only 1 game can be saved onto a disk. The program will format a save disk for you if you attempt to save to an unformatted disk.

Loading the Game: After making your back up copies, the following steps will load the game:

1. Put Disk 1, Side A, in drive.
2. Type LOAD "*",8 & press RETURN.
3. Type RUN & press RETURN.
4. Follow all prompts to run the game. To answer the verification question, find the indicated word in either the Adventurer's Journal or the rule book (the 16 page manual with the same cover picture as the game box), type the indicated word, and press the RETURN key.

You will be prompted to insert the correct disk whenever a disk swap is required.

To Begin Playing Quickly: A ready-to-go party of adventurers is saved on Disk 1, Side B. To load this party select RECALL SAVED GAME from the Party Creation menu and insert Side B when the saved game is requested.

The characters start at the very beginning of the game already outfitted with equipment and memorized spells. The exception to this is the kender character, who will have to ready his hoopak from combat or while encamped.

When using this party, you may exit the outpost as soon as Sir Karl is through speaking.

Refer to the sections on movement, combat, etc. in this data card, or from the rule book or journal as needed.

Using Menus: Most options in the game are selected from horizontal and vertical menus. Horizontal menus select action, such as casting spells or readying weapons. Vertical menus generally select items to be acted upon, such as spells to be cast or weapons to be readied.

To access menus with the keyboard, use the up & down cursor controls for vertical menus and the left & right controls for horizontal. Press ENTER to make selections. The joystick is similar to the keyboard; use the button to make selections.

Moving: To move in the 3D and area views, use the following commands:

JOYSTICK MOVEMENT

3D

MOVE FORWARD

TURN
LEFT



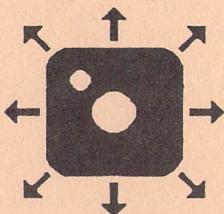
TURN
RIGHT

MOVE BACKWARD

To move or aim in combat, or to move in the overland view, use the following commands:

JOYSTICK MOVEMENT

COMBAT & WILDERNESS



It is easier to get diagonal movement with the keyboard than with the joystick.

Commodore Specific: The following items are Commodore only, and are not in the Manual or Adventurer's Journal:

The **<Left Arrow>** key is the same as the EXIT command from menus. In combat, pressing this key will "take back" a move. This will not erase any damage taken during the move.

Some items, such as hoopaks, can only be readied during combat or while encamped. If you attempt to ready such an item in the wrong place, you will get a NOT HERE message.

Q: Will set the entire party to AUTO (computer control for combat). **<SPACE>:** will return the party to your control from AUTO.

M: Toggles magic on/off for characters under AUTO control.

During combat the names of characters and NPCs on your side will be displayed in blue, while enemy names will be displayed in yellow. The names appear on the right side of the screen whenever the cursor is over a character in your line of sight (one that one of your player characters can see).

Hint: If you find combat to be either too easy or too difficult, use the *Level* command -- rule book, page 7.



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